

2025 3Q

IR PRESENTATION

Investor Relations

November 2025



DISCLAIMER

These materials have been prepared by GRAVITY Co., Ltd. ("Gravity" or the "Company"). The statements contained in this presentation have not been independently verified. No representations or warranties, express or implied, are made as to, and no reliance should be placed on, the accuracy, fairness or completeness of the information presented or contained in these materials. Neither the Company nor any of its affiliates, advisers or representatives accepts any responsibility whatsoever for any loss or damage arising from any information presented or contained in these materials.

The information presented or contained in these materials is subject to change without notice and its accuracy is not guaranteed. The presentations do not constitute an offer or invitation to purchase or subscribe for any shares or other securities of the Company and neither any part of the materials nor any information or statement contained therein shall form the basis of or be relied upon in connection with any contract or commitment whatsoever. Certain statements or other disclosure content in these presentation materials August include, in addition to historical information, "forward-looking statements" within the meaning of the "safe-harbor" provisions of the U.S. Private Securities Litigation Reform Act of 1995. Forward-looking statements can generally be identified by the use of forward-looking terminology, such as "August," "will," "expect," "intend," "estimate," "anticipate," "believe," "project," or "continue" or the negative thereof or other similar words, although not all forward-looking statements will contain these words. These forward-looking statements are based on our current assumptions, expectations and projections about future events. All forward-looking statements involve risks and uncertainties that August cause our actual performance, financial condition or results of operations to be materially different from those suggested by the forward-looking statements, including, but not limited to, our ability to diversify revenue; our ability to collect, and in a timely manner, license fees and royalty payments from overseas licensees; our ability to acquire, develop, license, launch, market or operate commercially successful online games; our ability to compete effectively in a highly competitive industry; our ability to anticipate and access technological developments in our industry; our ability to recruit and retain quality employees as we grow; our ability to implement our growth strategies; and economic and political conditions globally. Investors should consider the information contained in our submissions and filings with the United States Securities and Exchange Commission (the "SEC") including our annual report for the fiscal year ended December 31, 2024 on Form 20-F, together with such other documents that we August submit to or file with the SEC from time to time, including on Form 6-K. The forward-looking statements speak only as of this press release and we assume no duty to update them to reflect new, changing or unanticipated events or circumstances.



GRAVITY

CONTENTS

2025 3Q Financial

- 01** Operation Results Trend
- 02** Revenue Breakdown
- 03** Financial Statement

2025 3Q Game

- 04** Released Games
- 05** Ragnarok Online (PC)
- 06** Ragnarok Origin (PC/Mobile)
- 07** Ragnarok M: Eternal Love (PC/Mobile)
- 08** Ragnarok X: Next Generation (PC/Mobile)
- 09** Ragnarok: The New World (PC/Mobile)
- 10** Ragnarok Abyss (PC/Mobile)
- 11** Ragnarok: Back to Glory (Mobile)
- 12** Ragnarok Landverse Genesis America (Blockchain/PC)
- 13** Hashire HEBEREKE: EX/ the Game of LIFE for Nintendo Switch (PC/Console)

2025 3Q Business

- 14** Participate in North America's Game Expo, 'PAX West 2025'
- 15** Participate in Japan's Largest Game Expo, 'Tokyo Game Show 2025'
- 16** Gravity's Official Line-up for G-STAR 2025
- 17** 'the Game of LIFE for Nintendo Switch' Signed a Publishing Agreement in Asia Region
- 18** Ragnarok Idle Adventure Plus, Ragnarok 3 Received ISBN Codes in China
- 19** Holds RAGNAROK FESTA 2025 Presented by One One
- 20** Holds RAGNAROK THE ORCHESTRA CONCERT in December
- 21** Publishing Business of Subsidiaries

GRAVITY Pipeline

- 22** Major Upcoming Launchings
- 23** Ragnarok IP Pipeline
- 24** Global Market Strategy

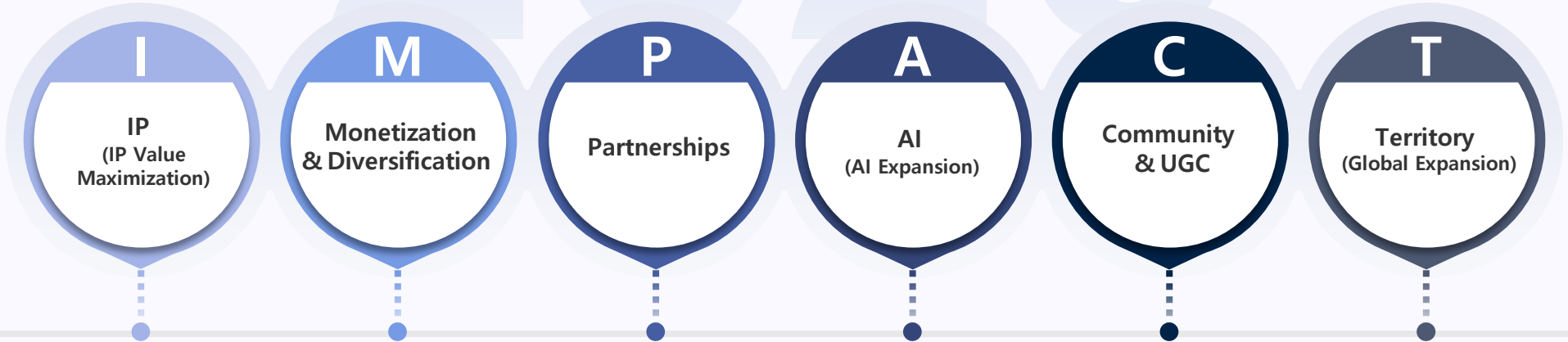
Exhibits

- 01** Company Overview
- 02** Subsidiaries

Gravity Business Strategy: IMPACT 2026



2026



IP Value Maximization

Sustaining Ragnarok IP Growth through Long-term Success of Existing Titles and Continuous Launches of New Titles

Business Diversification

Driving Revenue Growth and Portfolio Diversification through Multi-platform and Multi-genre Expansion

Strengthen Partnerships

Strengthening Global Partnerships to Maximize Ecosystem Synergy

Expand AI Utilization

Expanding AI Utilization to Enhance Development · Operational Innovation and Accelerating Efficiency

Strengthen User Base

Strengthening User Engagement through Active Community Building, Driving Broader Reach and Long-term Revenue Growth

Regional Penetration

Penetrating Global Coverage through New Market Entry and Localization Strategy

2025 3Q

FINANCIAL

- 01 Operation Results Trend
- 02 Revenue Breakdown
- 03 Financial Statement



01

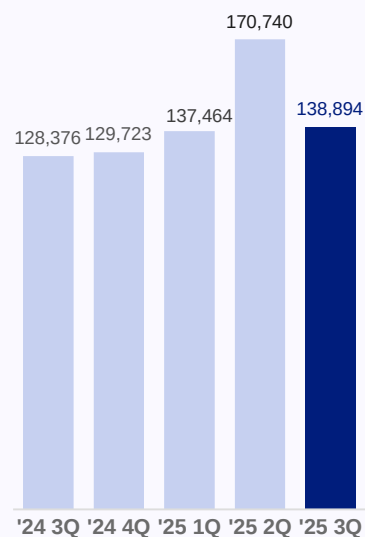
2025 3Q Financial

Operation Results Trend

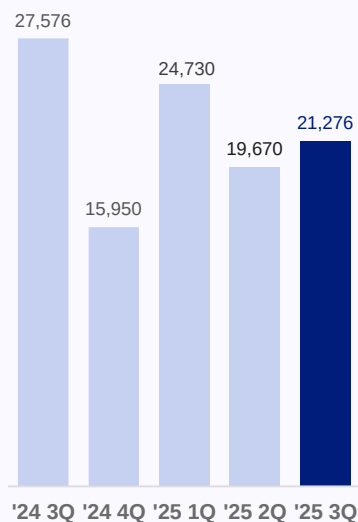


- 2025 3Q Revenue KRW 139 billion, Operating Profit KRW 21 billion
- Revenue: QoQ -18.7%, YoY +8.2%, Operating Profit: QoQ +8.2%, YoY -22.8%
- Revenue decreased compared to previous quarter due to stabilization of Ragnarok M: Classic, while profitability improved with marketing expense efficiency

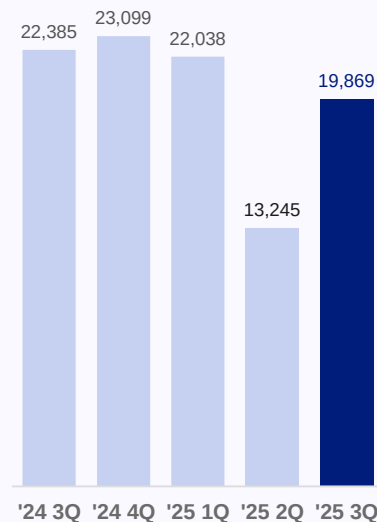
Revenue



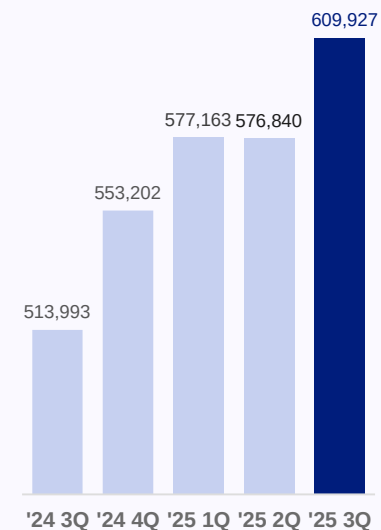
Operating Profit



Net Profit



Liquidity

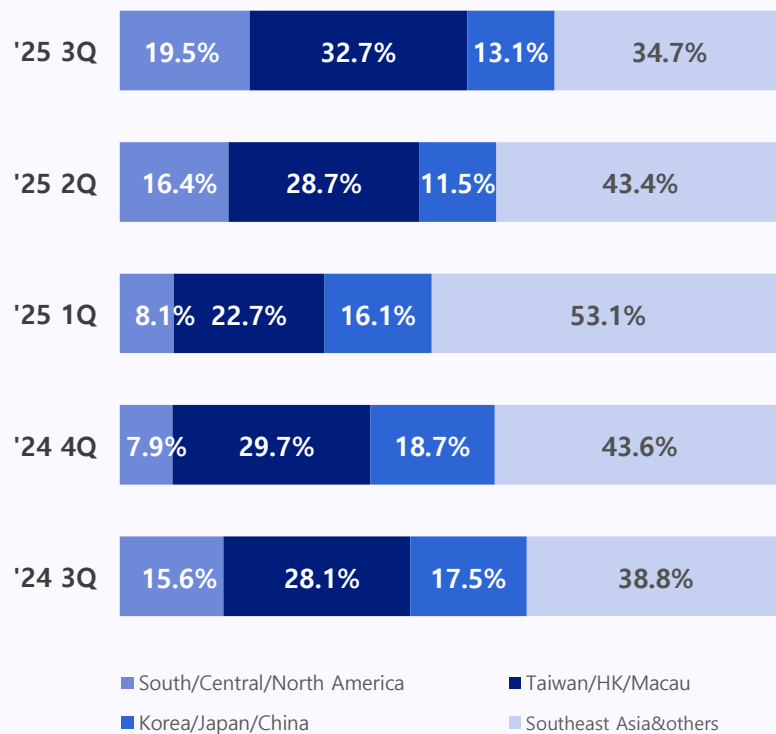


(In Million of KRW)

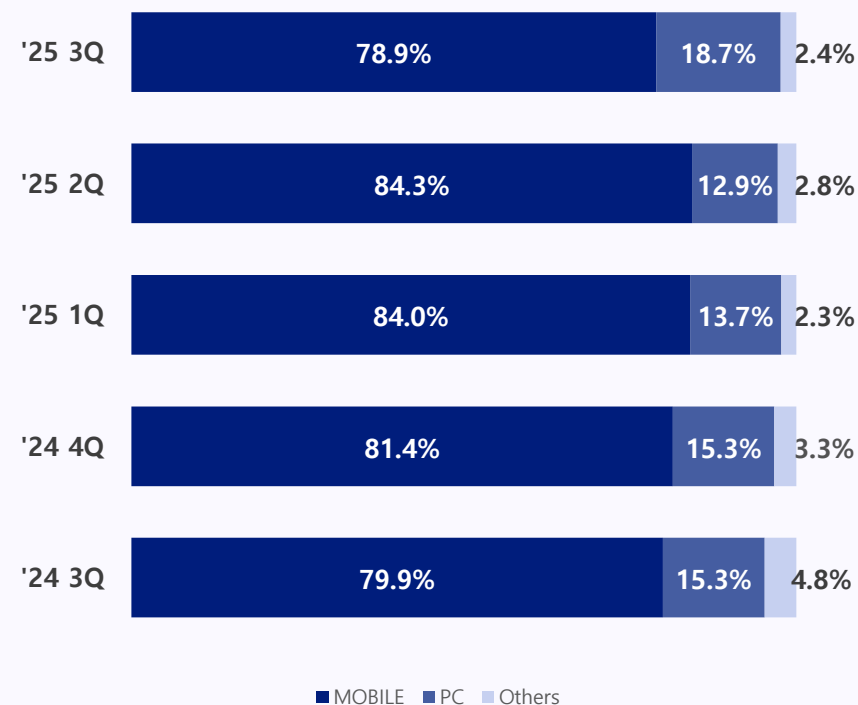
02 2025 3Q Financial Revenue Breakdown



Revenue Breakdown by Region



Revenue Breakdown by Platforms



Consolidated Income Statement (IFRS)

(In millions of KRW except share and per share data)

Account	2024 3Q	2024 4Q	2025 1Q	2025 2Q	2025 3Q
	(unaudited)				
Revenues	128,376	129,723	137,464	170,740	138,894
Online games	19,657	19,822	18,806	21,971	25,968
Mobile games	102,524	105,586	115,486	144,003	109,571
Other revenues	6,195	4,315	3,172	4,766	3,355
Cost of revenues	76,261	81,008	87,458	114,006	88,542
Gross Profit	52,115	48,715	50,006	56,734	50,352
Total operating expenses	24,539	32,765	25,276	37,064	29,076
SG&A expenses	20,325	28,311	21,859	33,509	26,675
R&D expenses	3,706	3,669	3,431	3,291	2,149
Other expenses (income)	508	785	(14)	264	252
Operating Profit	27,576	15,950	24,730	19,670	21,276
Finance income	5,924	9,801	10,717	2,651	3,283
Financial costs	(5,085)	(374)	(6,997)	(3,615)	2,648
Profit before income tax expense	28,415	25,377	28,450	18,706	27,207
Income Tax Expense	6,080	2,274	6,372	5,486	7,362
Profit for the period	22,335	23,103	22,078	13,220	19,845
Profit (loss) attributable to:					
Non controlling interest	(50)	4	40	(25)	(24)
Owners of the Parent Company	22,385	23,099	22,038	13,245	19,869
Earnings (loss) per share—basic and diluted:	3,221	3,324	3,171	1,906	2,859
Earnings (loss) per ADS—basic and diluted:	3,221	3,324	3,171	1,906	2,859

Consolidated Balance Sheet (IFRS)

(In millions of KRW except share and per share data)

Account	2024 3Q	2024 4Q	2025 1Q	2025 2Q	2025 3Q
	(unaudited)	(audited)	(unaudited)	(unaudited)	(unaudited)
Assets	624,335	686,459	702,907	722,452	730,851
Current Assets	595,550	653,610	669,587	686,658	697,318
Cash and cash equivalents	513,993	553,202	577,163	576,840	609,927
Account receivables, net	66,385	81,152	74,469	81,368	59,984
Others	15,172	19,256	17,955	28,450	27,407
Non Current Assets	28,784	32,849	33,320	35,794	33,533
Property and equipment, net	7,230	9,957	10,576	10,703	10,671
Intangible asset	5,827	7,057	6,414	8,941	8,062
Deferred tax assets	5,542	5,617	6,294	6,498	6,461
Other non-current financial assets	1,624	1,767	670	1,686	1,795
Others	8,562	8,451	9,366	7,966	6,544
Liabilities	91,308	118,096	111,778	126,047	109,251
Current Liabilities	83,043	108,649	103,038	117,992	101,439
Account Payables	49,951	67,930	63,048	82,024	68,986
Deferred Revenue	17,902	26,761	24,015	20,868	19,695
Others	15,190	13,958	15,975	15,100	12,758
Non Current Liabilities	8,265	9,447	8,740	8,055	7,812
Equity	533,027	568,363	591,129	596,405	621,600
Share capital	3,474	3,474	3,474	3,474	3,474
Capital surplus	26,979	26,979	26,979	26,979	26,979
Other components of equity	11,606	23,801	24,507	16,601	21,948
Retained earnings	490,318	513,418	535,456	548,701	568,570
Non-controlling interest	650	691	713	650	629
Total Liabilities and Equity	624,335	686,459	702,907	722,452	730,851

2025 3Q

G A M E

- | | | | |
|----|---|----|---|
| 04 | Released Games | 09 | Ragnarok: The New World (PC/Mobile) |
| 05 | Ragnarok Online (PC) | 10 | Ragnarok Abyss (PC/Mobile) |
| 06 | Ragnarok Origin (PC/Mobile) | 11 | Ragnarok: Back to Glory (Mobile) |
| 07 | Ragnarok M: Eternal Love (PC/Mobile) | 12 | Ragnarok Landverse Genesis America (Blockchain/PC) |
| 08 | Ragnarok X: Next Generation (PC/Mobile) | 13 | Hashire HEBEREKE: EX/ the Game of LIFE for Nintendo Switch (PC/Console) |

04

2025 3Q Game Released Games



「Accelerating Global Top-line Growth through IP-driven Strategy and Platform Expansion」

Ragnarok Libre Global (except Korea, China, Japan)



- **Launching:** August 11, 2025
- **Publisher:** Delabs Games
- **Platform:** Line
- **Genre:** Time Effective MMORPG

Ragnarok: Twilight China



- **Launching:** August 15, 2025
- **Publisher:**
Guangdong Xinghui Teamtop
Interactive Entertainment Co., Ltd.
- **Platform:** Mobile
- **Genre:** Idle MMOARPG

Ragnarok Idle Adventure Plus Korea



- **Launching:** August 28, 2025
- **Publisher:** GRAVITY Co., Ltd.
- **Platform:** Mobile
- **Genre:** Vertical Idle MMORPG

Apple App Store Free Download 3rd

Adventure Genre 1st

Google Play Free Download 4th

Adventure Genre 1st

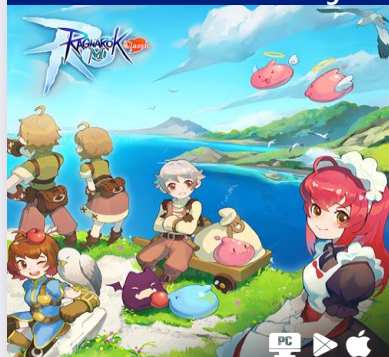
04

2025 3Q Game Released Games



「Accelerating Global Top-line Growth through IP-driven Strategy and Platform Expansion」

Ragnarok M: Classic Global North and South America · Europe · Middle East · certain regions in North Africa · Oceania



- **Launching:** September 3, 2025
- **Publisher:** GRAVITY Interactive, Inc.
- **Platform:** PC/Mobile
- **Genre:** MMORPG
Apple App Store Top Grossing RPG Genre
 1st in Brazil! 7th in Canada!
Adventure Genre 3rd in Brazil and Canada! 9th in Mexico!
Google Play Top Grossing RPG Genre
 5th in Brazil! 10th in Mexico!

Ragnarok: The Promised Adventure (Tentative English Title) China



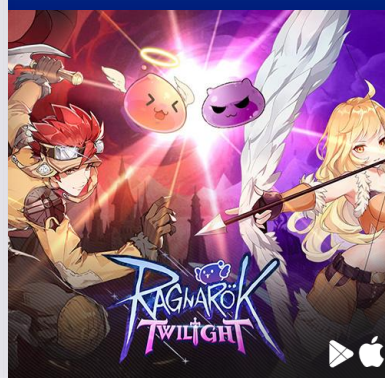
- **Launching:** September 25, 2025
- **Publisher:** Kingnet Network Co., Ltd.
- **Platform:** Mobile/WeChat
- **Genre:** Adventure MMORPG

THE RAGNAROK China



- **Launching:** September 20, 2025
- **Publisher:** Shanghai TAREN Network Technology Co., Ltd.
- **Platform:** WeChat (H5)
- **Genre:** MMORPG

Ragnarok: Twilight Southeast Asia (except Vietnam)



- **Launching:** October 23, 2025
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Platform:** Mobile
- **Genre:** Idle MMOARPG
Google Play Free Download
 1st in Thailand, Malaysia, Indonesia and Philippines!
 2nd in Singapore!
Apple App Store Top Grossing
 2nd in Thailand! 4th in Malaysia! 5th in Indonesia!
 6th in Philippines!

04

2025 3Q Game Released Games



「Accelerating Global Top-line Growth through IP-driven Strategy and Platform Expansion」

Schop Hero Japan



- **Launching:** September 17, 2025
- **Publisher:** GRAVITY Game Arise Co, Ltd.
- **Platform:** Mobile
- **Genre:** New Fresh Whole Digging Puzzle RPG

Chess Rumble Global (except Korea, Japan)



- **Launching:** October 15, 2025
- **Publisher:** GRAVITY Co, Ltd.
- **Platform:** Mobile
- **Genre:** Collectible Tactical RPG

THE GOOD OLD DAYS



- **Launching:** October 23, 2025
- **Publisher:** GRAVITY Co, Ltd.
- **Platform:** Steam, Nintendo Switch
- **Genre:** Metroidvania Adventure

Meow Star Acres 2 Soft-launched in Canada · Australia · Philippines · Malaysia



- **Launching:** October 28, 2025
- **Publisher:** GRAVITY Co, Ltd.
- **Platform:** Mobile
- **Genre:** Farm Simulation

Aeruta Global



- **Launching:** November 6, 2025
- **Publisher:** GRAVITY Game Arise Co, Ltd.
- **Platform:** Steam
- **Genre:** Action RPG

Ragnarok Online, Sustains Global Service with Regular Updates and Events



Ragnarok Online Serviced Regions

91 Regions

Korea Aug. <23rd Anniversary Festival> Event
Sep. <2025 Yuno Fall Academic Festival> Event
Oct. <Experience Chuseok Holiday Food> Event

North America Aug. <WOE TE: Battle of Gloria> Event
Sep. <Episode 19 Issgard The Land of Snow and Legends> Update
Oct. <Card Recycle> Event

China Aug. <Magic Scroll> Event
Sep. <Zeny Raffle> Event
Oct. <Ghost Scroll> Event

Japan Aug. <Summer Package 2025> Event
Sep. <Pet Transition Scroll> Event
Oct. <Halloween> Event

Indonesia Aug. <Air-Drop> Event
Sep. <ROS 2025 - Local Qualifiers> Event
Oct. <Monster Invasion> Event

Brazil Aug. <Royal Hunting> Event
Sep. <Melon Festival> Event
Oct. <Halloween> Event

Europe Aug. <Hode> Event
Sep. <Fishing> Event
Oct. <Pirate Treasure> Event

Thailand Aug. <Dimensional Night Market> Event
Sep. <Battle Pass Special> Event
Oct. <Limited Edition Promotion> Event

Latin America Aug. <EP 15.1 Phantasmagorika & EP 15.2 Lost Memories> Update
Sep. <Doram> Update
Oct. <EP 16.1 The Royal Banquet> Update

Taiwan • Hong Kong • Macau Aug. <Herosrea Challenger's Tombstone> Update
Sep. <September Spend> Event
Oct. <23rd Anniversary> Event

Philippines • Singapore • Malaysia Aug. <EDDA Biolab> Update
Sep. <NPC Selina> Update
Oct. <Pumpkin> Event

「Ragnarok Origin, Maintains Stable Service with Diverse Seasonal Events」

Taiwan · Hong Kong · Macau



- Aug. <Amusement Park Grand Opening Festival> Event
- Sep. <3rd Anniversary> Event
- Oct. <Halloween> Event

Southeast Asia



- Aug. <New Costume: Blazing Leo> Update
- Sep. <Sunken Treasure> Update
- Oct. <2.5 Anniversary> Event

North · Latin America



- Aug. <New Nightmare Temple : Apocalypse Begins> Event
- Sep. <Summer Carnival> Event
- Oct. <Super Temple Challenge> Event

Korea



- Aug. <New Costume 'Summer Vacation'> Event
- Sep. <New Battle Pass 'Academy Swimsuit'> Event
- Oct. <Summoning Nostalgic Costume 'Autumn Brûlée'> Event

Japan



- Aug. <1500 Days Service Celebration> Event
- Sep. <Fortune Bingo> Event
- Oct. <Moon Festival> Event

China



- Aug. <Nyangdarae Treasure Hunt> Event
- Sep. <Deep Sea Treasure Hunt> Event
- Oct. <Guild Sailing Competition> Event

07

2025 3Q Game

Ragnarok M: Eternal Love (PC/Mobile)



「Ragnarok M: Classic Global Officially Launched in North and South America · Europe · Middle East · Certain Regions in North Africa · Oceania on September 3, 2025」



Korea
 Aug. <Wedding Promise> Event
 Sep. <Night of Full Moon> Event
 Oct. <Gourmet Carnival> Event

Europe
 Aug. <Bridal Adventure Log> Event
 Sep. <Moon Night Legend> Event
 Oct. <Gourmet Food Hunting Trip> Event

Japan
 Aug. <Go, Go! Summer Adventure> Event
 Sep. <Summer Memories> Event
 Oct. <Mid-Autumn Moonlight Kaffra Adventure Week> Event

Southeast Asia
 Aug. <Sweet Vow> Event
 Sep. <Full Moon Adventure Log> Event
 Oct. <Rabbit's Treasury> Event

Taiwan · Hong Kong · Macau
 Aug. <Wedding Promise> Event
 Sep. <Night of Full Moon> Event
 Oct. <Golden Gourmet Festival> Event

North · South America · Oceania
 Aug. <Enchant Gift Box> Event
 Sep. <Professor Cat's Test> Event
 Oct. <Share the Feast> Event

China
 Aug. <Wedding Promise> Event
 Sep. <Night of Full Moon> Event
 Oct. <Golden Gourmet Festival> Event

Ragnarok X: Next Generation (PC/Mobile)

「Ragnarok X: Next Generation, will be Launched in Europe
(except England, Portugal, Spain, Ireland) · Middle East · North Africa in the First Half of 2026」

Taiwan · Hong Kong · Macau



- Aug. <Companion Journey> Event
- Sep. <Golden Autumn> Event
- Oct. <Apex GVG League> Event

Korea



- Aug. <4th Job> Update
- Sep. <New Raid & Enchantment Improvements> Update
- Oct. <Golden Chuseok> Event

Japan



- Aug. <The Big Gift Campaign in Midsummer> Event
- Sep. <The Great Adventures of Poring> Event
- Oct. <Mid-Autumn Moonlight Kafra Adventure Week> Event

Southeast Asia



- Aug. <ROX Crazy Drinking Day> Event
- Sep. <New Companion Vending Machine> Update
- Oct. <Adventurer's Journal> Event

China



- Aug. <Summer Vacation Homework> Event
- Sep. <Wonderland> Event
- Oct. <Mid-Autumn Festival> Event

North · Central · South America · Oceania ·
England · Portugal · Spain · Ireland

- Aug. <Summer Night Vibe> Event
- Sep. <Golden Gala> Event
- Oct. <Farm Festival> Event

Ragnarok: The New World (PC/Mobile)

「Ragnarok: The New World, is Planned to be Launched in
Taiwan · Hong Kong · Macau in the First Quarter of 2026」



- **Launching:** First Quarter of 2026
- **Platform:** PC/Mobile
- **Publisher:** GRAVITY Game Vision, Ltd.
- **Market:** Taiwan · Hong Kong · Macau
- **Genre:** MMORPG

10

2025 3Q Game

Ragnarok Abyss (PC/Mobile)



「Ragnarok Abyss, is Scheduled to be Launched in Southeast Asia in the First Half of 2026」



- **Launching:** First Half of 2026
- **Platform:** PC/Mobile
- **Publisher:** GRAVITY Game Tech Co., Ltd.
- **Market:** Southeast Asia
- **Genre:** MMOARPG

Ragnarok: Back to Glory (Mobile)

「Ragnarok: Back to Glory, will be Launched in China in the Fourth Quarter of 2025」



- **Launching:** Fourth Quarter of 2025
- **Platform:** Mobile
- **Publisher:** Guangzhou Lingxi Interactive Entertainment Co., Ltd.

- **Market:** China
- **Genre:** MMORPG

「Ragnarok Landverse Genesis America, will be Launched in North and South America on December 11, 2025」



- **Launching:** December 11, 2025
- **Platform:** Blockchain/PC
- **Publisher:** Maxion Tech LLC.
- **Market:** North and South America
- **Genre:** MMORPG
- **Pre-registration:** 2025.11.12 ~ 2025.12.11
- **CBT Date:** 2025.11.19 ~ 2025.11.26
- **Feature:** Provide expanded gameplay experience through multilingual support and localized content for North and Latin America regions. Onboarded on Ronin chain, the game aims to secure user ecosystem based on the Axie Infinity fandom and enhance competitiveness of Ragnarok Landverse

Hashire HEBEREKE: EX/ the Game of LIFE for Nintendo Switch (PC/Console)

「Diversifying Growth Foundation Through Ongoing Expansion of New IP Titles」



- **Release Date:** First Half of 2026
- **Platform:** Steam, Nintendo Switch
- **Publisher:** GRAVITY Co., Ltd.
- **Market:** Global
- **Genre:** Racing, Remake
- **Feature:** Modern reinterpretation of the Super Famicom racing game Hashire HEBEREKE: EX, featuring unique characters and variety of racing modes



- **Release Date:** December 18, 2025
- **Platform:** Nintendo Switch
- **Publisher:** GRAVITY Co., Ltd.
- **Market:** Asia (except Japan)
- **Genre:** Board, Party
- **Feature:** Nintendo Switch board game developed based on the popular IP 'the Game of LIFE'

2025 3Q

B U S I N E S S

- 14 Participate in North America's Game Expo, 'PAX West 2025'
- 15 Participate in Japan's Largest Game Expo, 'Tokyo Game Show 2025'
- 16 Gravity's Official Line-up for G-STAR 2025
- 17 'the Game of LIFE for Nintendo Switch' Signed a Publishing Agreement in Asia Region
- 18 Ragnarok Idle Adventure Plus, Ragnarok 3 Received ISBN Codes in China
- 19 Holds RAGNAROK FESTA 2025 Presented by One One
- 20 Holds RAGNAROK THE ORCHESTRA CONCERT in December
- 21 Publishing Business of Subsidiaries



Participate in North America's Game Expo, 'PAX West 2025'

「 Gravity, Participated in 'PAX WEST 2025' with PC · Console Focused Lineup, Signaling Full-scale Expansion into North America Market 」



- **Date and Location:** 2025.08.29 ~ 2025.09.01 Seattle Convention Centre, USA
- **Exhibited Titles:** Total of eight PC/Console titles
 THE GOOD OLD DAYS, LIGHT ODYSSEY, Wizards World Re:Try, Final Knight, Snow Brothers 2 Special, Shambles: Sons of Apocalypse, Twilight Monk, Aeruta
- Provide demonstration opportunities to local users in North America market where indie games are highly preferred, strengthen title brand awareness

「GRAVITY Game Arise, Participated in 'Tokyo Game Show 2025'
with Six Indie and In-house Developed Titles」

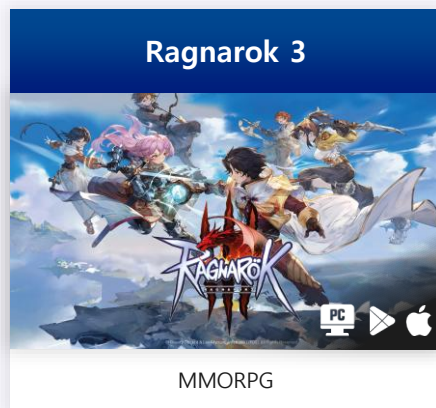
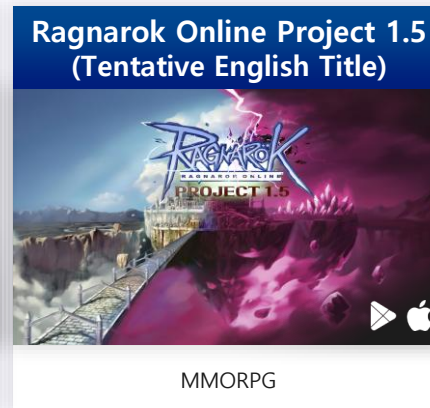
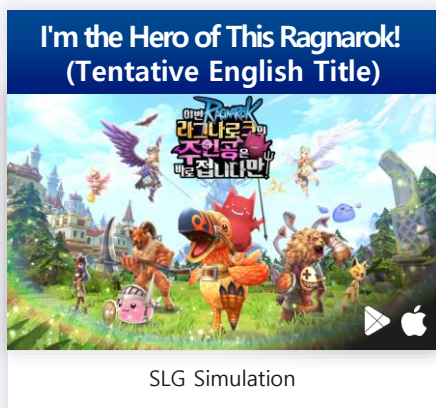
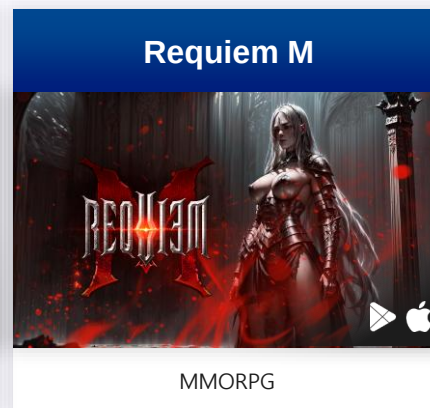


- **Date and Location:** 2025.09.25 ~ 2025.09.28 Makuhari Messe Tokyo, Japan
- **Exhibited Titles:** Total of five PC/Console tiles and one Mobile title
Aeruta, Twilight Monk, LIGHT ODYSSEY, THE GOOD OLD DAYS, Hashire HEBEREKE: EX, Schop Hero

Gravity's Official Line-up for G-STAR 2025



「Total of 19 IP Titles Including 5 Ragnarok IP Will Participate in 'G-STAR 2025」



'the Game of LIFE for Nintendo Switch' Signed a Publishing Agreement in Asia Region



**GRAVITY Co., Ltd., Signed Publishing Agreement of
the Game of LIFE for Nintendo Switch with TOMY COMPANY, LTD. In Asia !**

Expanding Console Lineup and Diversifying IP Portfolio with New IP Title Publishing Agreement



Ragnarok Idle Adventure Plus, Ragnarok 3 Received ISBN Codes in China



Ragnarok Idle Adventure Plus (Chinese Title: 仙境传说：梦想天空)_ September 24, 2025

Ragnarok 3 (Chinese Title: 仙境传说3)_ October 21, 2025

Ragnarok IP Received ISBN Codes!

Expansion of Ragnarok IP in Chinese market highlights Gravity's IP-driven growth strategy



Holds RAGNAROK FESTA 2025 Presented by One One

「 GRAVITY Game Tech, Plans to Host Global Offline Ragnarok IP Festival, 'RAGNAROK FESTA 2025 Presented by One One' in Bangkok, Thailand on December 13 」



- **Date and Location:** 2025.12.13 UOB LIVE HALL at Emsphere, Bangkok, Thailand
- **Feature:** Themed around the city of Geffen from the Ragnarok universe, featuring e-Sports tournament stage and activity booth zone
- **e-Sports Tournament Title:** Ragnarok Stars 2025, Ragnarok Online Classic Championship 2025, Ragnarok Landverse Championship 2025, THE RAGNAROK Championship 2025
- **Activity Booth Zone:** Playable demos and events available across 17 Ragnarok IP titles, including Ragnarok 3, Ragnarok M: Eternal Love 2, Ragnarok: The New World, Ragnarok Abyss

「RAGNAROK THE ORCHESTRA CONCERT Holds in Tainan, Taiwan on December 20, 2025」



- **Date and Location:** 2025.12.20, Tainan Municipal Tainan Cultural Center, Tainan City, Taiwan
- **Performance:** Ragnarok BGM concert in collaboration with conductor Jin Sol and orchestra
Performance will newly arranged pieces inspired by Taiwanese and Latin American moods, including samba, bossa nova and tango styles
- **Event:** Provide in-game item coupon cards, Mr. Myoung Jin Lee's autograph session, operate Ragnarok Shop and Photo Booth

GRAVITY Game Link Indonesia

Dragonica Origin

was launched in **Southeast Asia** on July 16, 2025

GRAVITY Interactive USA

Ragnarok Online America Latina

was launched in **Latin America** on May 28, 2025

Ragnarok M: Classic Global

was launched in **North and South America • Europe • Middle East • certain regions in North Africa • Oceania** on September 3, 2025

GRAVITY Communications Taiwan

Ragnarok Idle Adventure Plus

was launched in **Taiwan • Hong Kong • Macau** on May 21, 2025

Ragnarok Zero

was launched in **Taiwan • Hong Kong • Macau** on July 3, 2025

GRAVITY Game Tech Thailand

Ragnarok V: Returns

was launched in **Global** on August 7, 2025

Ragnarok Abyss

will be launched in **Southeast Asia** in the first half of 2026

Ragnarok Endless Trails (Tentative English Title)

plans to be launched in **Southeast Asia** in the first quarter of 2026

GRAVITY Game Hub Singapore

Ragnarok X: Next Generation

will be launched in **Europe (except England, Portugal, Spain, Ireland) • Middle East • North Africa** in the first half of 2026

Gunbound

was launched in **Southeast Asia • Latin America** on June 10, 2025

Ragnarok Crush

was launched in **Global (except China, Japan)** on July 17, 2025

GRAVITY Game Vision Hong Kong

Ragnarok: Twilight

was launched in **Taiwan • Hong Kong • Macau** on July 3, 2025

was launched in **Southeast Asia (except Vietnam)** on October 23, 2025

Ragnarok: The New World

will be launched in **Taiwan • Hong Kong • Macau** in the first quarter of 2026

GRAVITY Game Arise Japan

Nobunaga's Ambition: The Road to the World

was launched in **Japan** on June 18, 2025

Schop Hero

was launched in **Japan** on September 17, 2025

Aeruta

was launched in **Global** on November 6, 2025

2025 GRAVITY

PIPELINE

- 22 Major Upcoming Launchings
- 23 Ragnarok IP Pipeline
- 24 Global Market Strategy

(The launching schedule may be changed)

PLATFORM	GAME	GENRE	PLAN	SCHEDULE	MARKET/ REGION
PC/Mobile	Ragnarok 3	MMORPG	Initial Launching	2026	Global
PC/Mobile	Ragnarok M: Eternal Love 2	MMORPG	Initial Launching	TBD	TBD
PC/Mobile	Ragnarok: The New World	MMORPG	Initial Launching	1Q 2026	Taiwan, Hong Kong, Macau
PC/Mobile	Ragnarok Abyss	MMOARPG	Initial Launching	1H 2026	Southeast Asia
PC/Mobile	Ragnarok X: Next Generation	MMORPG	Additional Launching	1H 2026	Europe, Middle East and North Africa (Except England, Portugal, Spain, Ireland)
Mobile	Ragnarok: Back to Glory	MMORPG	Additional Launching	4Q 2025	China
Mobile	Ragnarok Endless Trails (Tentative English Tile)	Battle Royal	Initial Launching	1Q 2026	Southeast Asia
Blockchain/PC	Ragnarok Landverse Genesis America	MMORPG	Additional Launching	December 11, 2025	North and South America
Console	the Game of LIFE for Nintendo Switch	Board, Party	Initial Launching	December 18, 2025	Asia (Except Japan)
PC/Console	Wizards World Re: Try	JRPG Remaster	Initial Launching	1Q 2026	Global (Except Japan)
PC/Console	Little Gods of Abyss	Puzzle Platformer	Initial Launching	1H 2026	Global
PC/Console	Arcade 30	Retro	Initial Launching	2H 2026	Global
PC/Console	LIGHT ODYSSEY	Boss Rush Action, Souls-like	Initial Launching	1H 2026	Global
PC/Console	Final Knight	Action RPG	Initial Launching	1H 2026	Global
PC/Console	Hashire HEBEREKE: EX	Racing, Remake	Initial Launching	1H 2026	Global

23

2025 GRAVITY Pipeline Ragnarok IP Pipeline



Ragnarok Origin
MMORPG



**Ragnarok X:
Next Generation**
MMORPG



Ragnarok: Twilight
Idle MMOARPG



**Ragnarok: Back to Glory
(Ragnarok: Rebirth)**
MMORPG



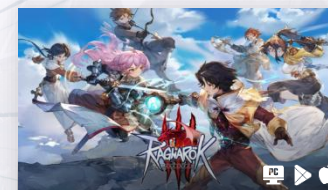
**Ragnarok:
The Promised Adventure**
(Tentative English Title)
Idle MMORPG



Ragnarok M: Classic
MMORPG



Ragnarok: The New World
MMORPG



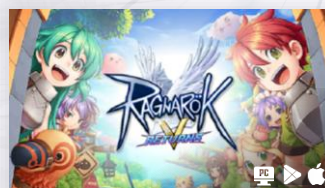
Ragnarok 3
MMORPG



Ragnarok Abyss
MMORPG



**Ragnarok
Idle Adventure Plus**
Vertical Idle MMORPG



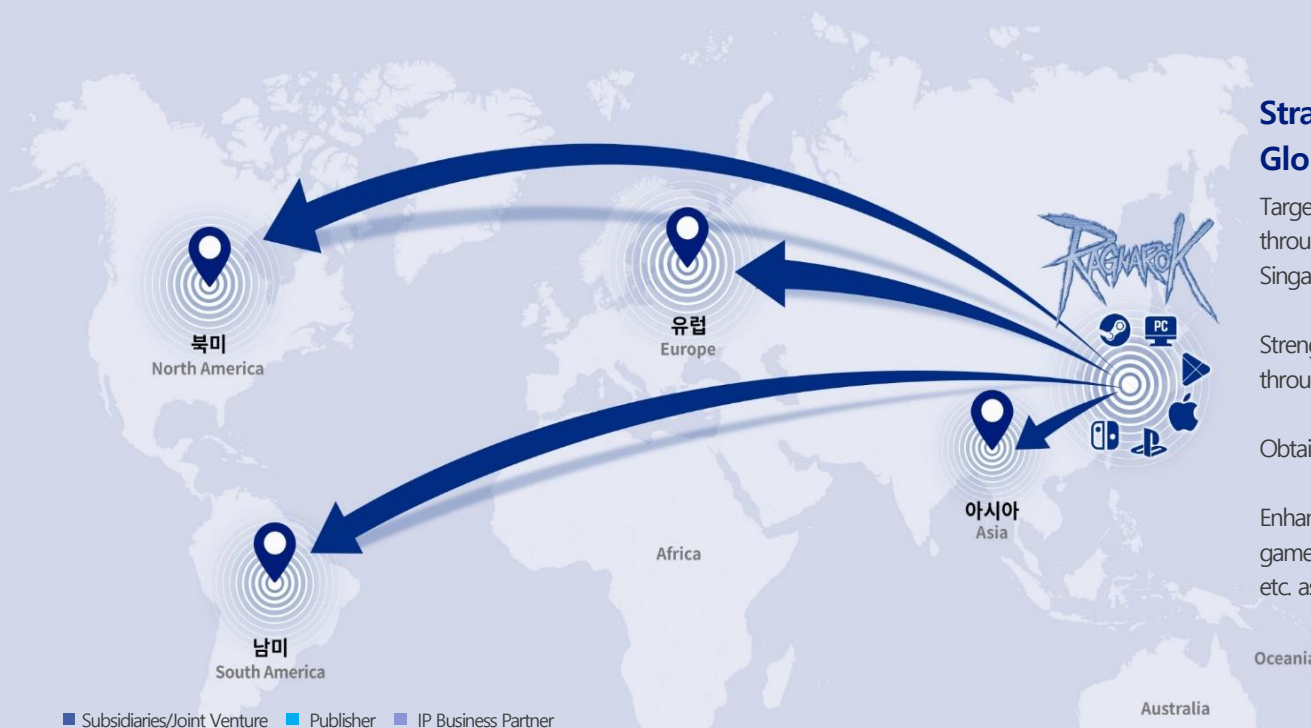
Ragnarok V: Returns
3D MMORPG



**Ragnarok Landverse Genesis
America**
MMORPG



**THE RAGNAROK
(Ragnarok: Novice Hearts)**
MMORPG



Strategic Plan for Ragnarok IP's Global Influence Expansion

Target Global Market with various games based on Ragnarok IP through subsidiaries in Thailand, Taiwan, Indonesia, Singapore, Hong Kong, USA and Malaysia

Strengthen Ragnarok IP's competitiveness in global through full-fledged entry into Western Market!

Obtain growth engine through opportunity to find a new business

Enhance competitiveness and expand business based on various games such as self-developed games, console games, indie games, etc. as a global game company

KOREA

- GRAVITY NeoCyon, Inc.

JAPAN

- GungHo Online Entertainment, Inc.
- GRAVITY Game Arise Co., Ltd.
- TOMY COMPANY, LTD.

TAIWAN

- GRAVITY Communications Co., Ltd.

SINGAPORE

- GRAVITY Game Hub PTE, Ltd.

USA

- GRAVITY Interactive, Inc.

EUROPE

- Innova Co. Sarl

THAILAND

- GRAVITY Game Tech Co., Ltd.
- Maxion Tech LLC.

INDONESIA

- PT GRAVITY Game Link

HONGKONG

- GRAVITY Game Vision, Ltd.
- JOYMAKER HONG KONG CO. LIMITED

CHINA

- Nuverse (Hong Kong) Limited
- Guangzhou Lingxi Interactive Entertainment Co., Ltd.
- X.D. Network Inc.
- GameAle Network Technology Co., Ltd.
- Shanghai The Dream Network Technology Co., Ltd.

- Shanghai TAREN Network Technology Co., Ltd.
- Huanle Entertainment (Shanghai) Technology Co., Ltd.
- 37 Interactive Entertainment Network Technology Group Co., Ltd.
- Guangdong Xinghui Teamtop Interactive Entertainment Co., Ltd.
- Shanghai Shengsong Network Technology Co., Ltd.
- Ruyijingxiu Network Technology Co., Ltd.
- Hangzhou Kaichen Network Technology Co., Ltd.
- Shangrao Zhizai Network Technology Co., Ltd.

Exhibits

- 01 Company Overview
- 02 Subsidiaries



01

Exhibits

Company Overview



Date of Establishment

April 4, 2000

Location

GRAVITY Co., Ltd. (Korea)
GRAVITY Communications Co., Ltd. (Taiwan)
GRAVITY Game Tech Co., Ltd. (Thailand)
GRAVITY Game Arise Co., Ltd. (Japan)
GRAVITY Game Vision, Ltd. (Hong Kong)

GRAVITY NeoCyon, Inc. (Korea)
GRAVITY Interactive, Inc. (USA)
GRAVITY Interactive, Inc. LATAM (Contact Office, Brazil)
PT GRAVITY Game Link (Indonesia)
GRAVITY Game Hub PTE., Ltd. (Singapore)
GRAVITY Game Unite Sdn. Bhd. (Malaysia)

Employees

1,030 (Including Subsidiaries, as of the Third Quarter, 2025)

Business Area

Development and Publishing of Online Games and Mobile Games
IP Licensing Business
Character Merchandising and other IT Services

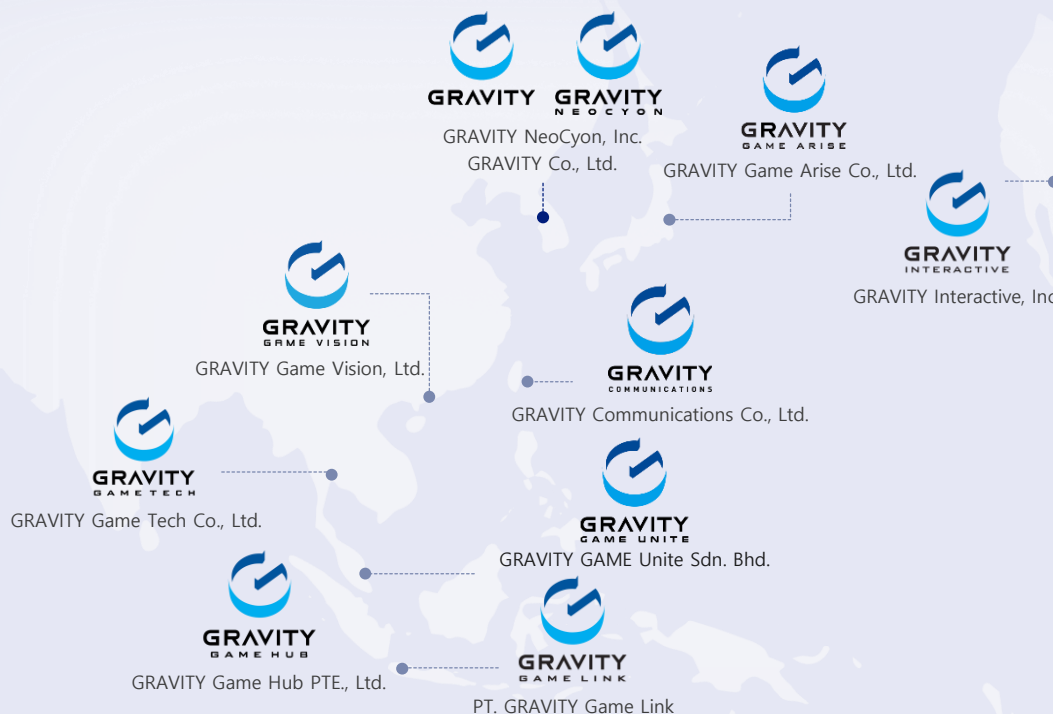
Management

CEO Hyun Chul Park
COO Yoshinori Kitamura
CFO Heung Gon Kim



02

Exhibits Subsidiaries



GRAVITY Co., Ltd.

Online and Mobile Game Development
Ragnarok Online Service in Korea
Online and Mobile Game Service in Korea
IP Licensing Business
Global Business Planning and Marketing



GRAVITY Game Arise Co., Ltd.

Game Service in Japan

GRAVITY Interactive, Inc.

Steam Service
Operation of Warportal.com
Global Online/Mobile Game Service

GRAVITY Communications Co., Ltd.

IP Licensing Business
Online/ Mobile Game Service in Taiwan, Hong Kong, Macau
Screen Golf Business

GRAVITY NeoCyon, Inc.

Mobile Game Development
Mobile Game Service in Korea
B2B IT Business

GRAVITY Game Tech Co., Ltd.

IP Licensing Business
Online/Mobile Game Service in Thailand

PT. GRAVITY Game Link

IP Licensing Business
Online/Mobile Game Service in Indonesia

GRAVITY Game Vision, Ltd.

IP Licensing Business
Online/Mobile Game Service in Hong Kong and China regions

GRAVITY Game Hub PTE., Ltd.

IP Licensing Business
Online/Mobile Game Service in Philippines, Singapore, and Malaysia

GRAVITY Game Unite Sdn. Bhd.

IP Licensing Business
Online/Mobile Game Service in Malaysia



Investor Relations Contact Information

Heung Gon Kim

Chief Financial Officer

Jin Lee

IR Manager

Yujin Oh

IR Assistant Manager

Contact Information

Address

15F, 396 World Cup buk-ro,
Mapo-gu, Seoul 121-795, Korea

E-mail

ir@gravity.co.kr

Tel

+82 - 2 - 2132 - 7800

Fax

+82 - 2 - 2132 - 7070

THANK YOU

Gravity along with RAGNAROK,
We are dedicated to grow as a Global Leading Game Company